Troll

Micro Courseware

# Learning to Tell TIME

A TROLL LEARNING CENTER

**This unit contains:** 1 micro-software disk and a User's Guide.

APPLE DISK
Apple II/II+/IIe/IIc/IIgs
Applesoft, 48K

# A TROLL LEARNING CENTER

Here's the perfect way to introduce youngsters to clocks and telling time.

In separate lessons, bright colors and lively animation introduce hours, half-hours, quarter-hours, minutes, and digital time. The game-like format helps children quickly learn to read a clock, as well as set the hands on a clock face to any specific time.

**THIS LEARNING CENTER CONTAINS:**

- a MICRO-SOFTWARE program disk
- a User's Guide

**TROLL ASSOCIATES**

Troll

Micro Courseware

# Learning to Tell TIME

A TROLL LEARNING CENTER

This unit contains: 1 micro-software disk and a User's Guide.

APPLE DISK

Apple II/II+/IIe/IIc/IIGS
Applesoft, 48K

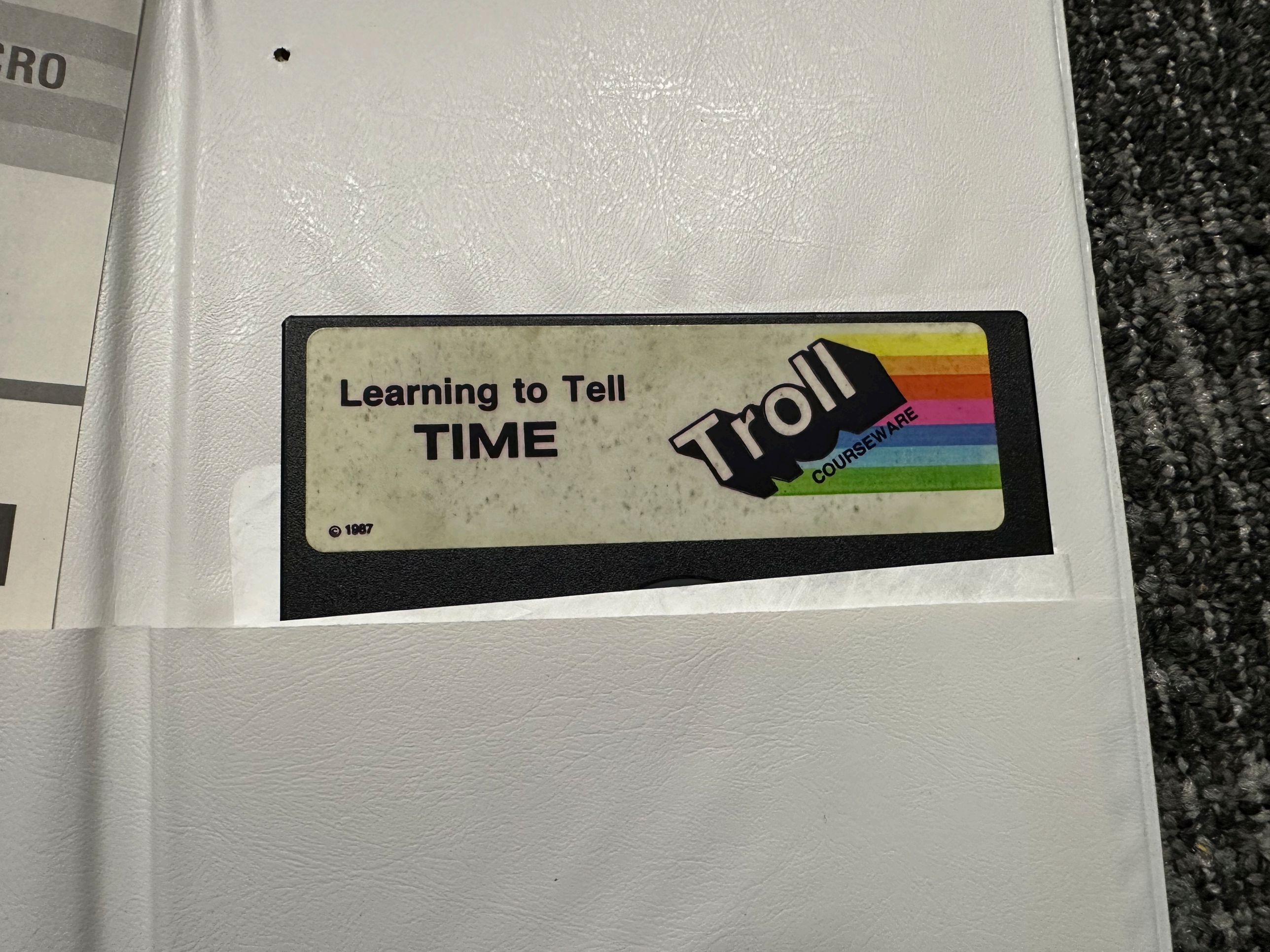
Learning to Tell Time

TROLL MICRO

# Troll MICRO COURSEWARE

# USER'S GUIDE

# Learning to Tell


Learning to Tell
TIME
Troll
COURSEWARE
© 1987

## Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cut-out in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

## Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If this program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

Apple II, II+, IIe, and IIc are registered trademarks of Apple Computer, Inc.

**Troll Associates**
100 Corporate Drive, Mahwah, N.J. 07430

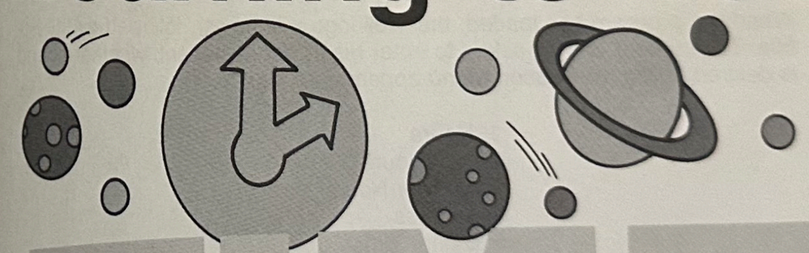
© 1987 Troll Associates, Inc.

Troll MICRO

COURSEWARE

# USER'S GUIDE

# Learning to Tell TIME



Troll Micro-Software

# Learning to Tell Time
## Micro User's Guide

### System Requirements

1. Apple IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

### How to Use This Program

**Learning to Tell Time** is an interactive program that contains separate lessons introducing hours, half-hours, quarter-hours, minutes, and digital time. After each lesson, practice exercises provide reinforcement and help students master the concepts presented. The exercises may be repeated, with or without repeating the tutorial.

### Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. The student is then asked to enter his or her name, and whether sound is desired. Then the Lesson Menu appears.

1 Hours
2 Half-Hours
3 Quarter-Hours
4 Minutes
5 Digital Time
6 Practice Only

To choose a lesson, simply press the number of that choice. The lesson will load and run automatically.

Following each lesson, students will be given 10 exercises on the concept covered, randomly chosen from the following types:

Type A—Student identifies the time shown on a clock.
Type B—Student sets a clock to show a specific time.

NOTE: F and B keys move hands Forward and Back slowly.
→ and ← keys move hands Forward and Back rapidly.

### Special Keys

| | | |
|---|---|---|
| | H | Help |
| CONTROL | X | Return to Lesson Menu |
| CONTROL | O | Turn Sound On or Off |
| | S | Change Speed at which frames change from Medium to Fast, Fast to Slow, or Slow to Medium |
| | — | Back up to the previous screen |
| | W | Wait. This freezes a lesson until any other key is pressed. |

### The Lessons

**Hours**
**Concept:**
When the long hand is on the 12, the short hand points to the hour.

**Half-Hours**
**Concept:**
When the long hand is on the 6 and the short hand is already past a number, the time is half past that number.

**Quarter-Hours**
**Concepts:**
When the long hand is on the 3, and the short hand is past a number, it is quarter past that number.
When the long hand is on the 9 and the short hand is not yet to a number, it is quarter to that number.

**Minutes**
**Concepts:**
When the minute hand is on the right side of the clock, it tells the minutes past the last hour.
When the minute hand is on the left side of the clock, you can count to the left from the 12 to find out how many minutes are left before the next hour.

**Digital Time**
**Concept:**
In writing the time, show the hour, then a colon, then the minutes after the hour.

**Practice Only**
If Practice Only is selected from the Lesson Menu, a second menu will appear. From that menu, student chooses a concept to practice. Then ten randomly chosen exercises reinforcing the chosen concept will be presented. After completing the exercises, student has the option of doing additional exercises or returning to the Lesson Menu.